

**NOTRUMP OVERCALLS**  
 Direct: 15 to 18 Systems on   
 Conv. \_\_\_\_\_  
 Balance: 11 to 14  
 Jump to 2NT: Minors  2 Lowest   
 Conv. systems on

**DEFENSE VS NOTRUMP**  
 vs: str/wk/prec. 1c allseats/eivul  
 2♠ D or M/m 3 D=str 2 suit  
 2♦ H \_\_\_\_\_  
 ♥ Majors \_\_\_\_\_  
 ♠ S \_\_\_\_\_  
 bi 14 plus or X is C / str 1 N  
 her: 2N=c; 3c=c+d; x if passed hand  
 PHand=minors.

**OVER OPP'S T/O DOUBLE**  
 w Suit Forcing: 1-level  2-level   
 double implies no fit   
 Over Limit + Limit Weak  
 or     
 or     
 er: 1 under is const

**OPENING PREEMPT DOUBLE IS**  
 out  thru \_\_\_\_\_ Penalty   
 Takeout: \_\_\_\_\_  
 nsohl 2NT Response

wood  RKC  1430   
 (4), PISS (0or3) RIPO ROPI

**DEFENSIVE CARDING**  
 vs Suits vs NT  
 standard:    
 except   
 Upside-Down Count    
 Upside-Down Attitude    
**FIRST DISCARD**  
 vinthal    
 d/Even

**DEFENSIVE CARDING**  
 Echo    
 to Suit Pref.    
 r Echo

**PLEASE ASK**

e, LLC. -

**NAMES** Marlene/David3  
**GENERAL APPROACH**  
 SA over 1 M x one under is Constructive  
 Two Over One: Game Forcing  Game Forcing Except When Suit Rebid   
 VERY LIGHT: Openings  3rd Hand  Overcalls  Preempts   
 FORCING OPENING: 1♦  2♠  Natural 2 Bids  Other

**NOTRUMP OPENING BIDS**

1NT	3♠ puppet
15 to 17	3♦ Inv./Slammish Maj
to	3♥ frag
5-Card Major Common <input checked="" type="checkbox"/>	3♠ frag
System On Over Garb, x, 2C	BID PIG/1 Novercall(
2♠ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/>	transleb: 3 lev/inv
2♦ Transfer to ♥ <input checked="" type="checkbox"/>	4♦, 4♥ Transfer <input checked="" type="checkbox"/>
Forcing Stayman <input type="checkbox"/>	Smolen <input checked="" type="checkbox"/>
2♥ Transfer to ♠ <input checked="" type="checkbox"/>	Lebensohl <input checked="" type="checkbox"/> (3N denies)
2♠ Cif3 A/K; 3Mboth	Negative Double <input checked="" type="checkbox"/> _____
2NT Dif 3 A/K; M=stif	2 C scramble) _____

2NT 20 to 21  
 Puppet Stayman   
**Transfer Responses:**  
 Jacoby  Texas   
 3♠ trans to 3NT min slam  
 4N denies 3 KC  
 3NT \_\_\_\_\_ to \_\_\_\_\_  
 gamb., no outside A/K  
**Conventional NT Openings**  
 System on / x of opp N  
 (1N)x (p) 2 C scramble

**MAJOR OPENING**

Expected Min. Length	4	5
1st/2nd	<input checked="" type="checkbox"/>	<input type="checkbox"/>
3rd/4th	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

**MINOR OPENING**

Expected Min. Length	4	3	NF	0-2	Conv.
1♠	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1♦	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**RESPONSES**  
 Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Conv. Raise: 2NT  3NT  Splinter   
 Other: Jacoby NT; 4333  
 1NT: Forcing  Semi-forcing   
 2NT: Forcing  Inv.  \_\_\_\_\_ to \_\_\_\_\_  
 3NT: 13 to 14  
 Drury  : Reverse  2-Way  Fit   
 Other: 2c=4const; 2D= 3c.limit

**RESPONSES**  
 Double Raise: Force  Inv.  Weak   
 After Overcall: Force  Inv.  Weak   
 Forcing Raise: J/S in other minor   
 Single raise  Other: 11+/Phand; off/x  
 Frequently bypass 4+♦   
 1NT/1♠: 6 to 10  
 2NT: Forcing  Inv.  10+ to 12  
 3NT: 12+ to 15-  
 Other: J/S Ominor=9-11

**DESCRIBE**  
 2♠ 22+ to \_\_\_\_\_ HCP x=pos  
 Strong  Other   
 2♦ Response: Neg  Waiting

**RESPONSES/REBIDS**  
 2 H= less than KJ  
 pass/interf is bust

2♦ 5 to 10 HCP 2N=Feat ask  
 Natural: Weak  Intermediate  Strong  Conv   
 2♥ 5 to 10 HCP  
 Natural: Weak  Intermediate  Strong  Conv

;RONF  
 2NT Force  New Suit NF   
 2NT Force  New Suit NF

2♠ 5 to 10 HCP  
 Natural: Weak  Intermediate  Strong  Conv

2NT Force  New Suit NF

**OTHER CONV CALLS:** New Minor Forcing  2-Way NMF  Fit Jumps  
 Weak jump shifts: In Comp.  Not In Comp.  1D, (1H), 1S, (x) is C+H by us  
 4th Suit Forcing: 1 Round  To Game  sandwichNT; ckbk stayman over 2 NT  
 rebids; 1H-1S-2min-3Maj (3clim -oth min is inv; 1N-2H-2S-3H is GF 5/5  
 HSGT 1N 2C 2D 2S=7pts, 5 sp; Dutch spiral on /interf;



**SPECIAL DOUBLES**  
 After Overcall: **Penalty**   
 Negative  thru 3S/4H  
 Responsive:  thru 3S Maximal   
 Support: **Dbl**  thru **Rdbl**   
 Card-showing  Min. Offshape T/O   
 snapdragon ( M tolerance)

**NOTRUMP OVERCALLS**  
 Direct: 15 to 18 Systems on   
 Conv. \_\_\_\_\_  
 Balance: 11 to 14  
 Jump to 2NT: Minors  2 Lowest   
 Conv. systems on \_\_\_\_\_

NAMES Mariene/David3  
 SA over 1 M x one under  
 Two Over One: Game F  
 VERY LIGHT: Openings  
 FORCING OPENING: 1

**SIMPLE OVERCALL**  
 1-level 7 to \_\_\_\_\_ HCP (usually)  
 Often 4 cards  Very light style   
**Responses**  
 New Suit: Forcing  NF Const  NF   
 Jump Raise: Forcing  Inv.  Weak   
 NF/Passed Hand

**DEFENSE VS NOTRUMP**  
 vs: str/wk/prec.1c allseats/eivul  
 2♣ D or M/m 3 D=str 2 suit  
 2♦ H  
 2♥ Majors  
 2♠ S  
 Dbl 14 plus or X is C / str 1 N  
 Other: 2N=c; 3c=c+d; x if passed hand  
 X PHand=minors.

**NOTRUMP**  
 1NT  
 15 to 17  
 to  
 5-Card Major Common  
 System On Over Garb,  
 2♣ Stayman  Puppe  
 2♦ Transfer to ♥   
**Forcing Stayman**  
 2♥ Transfer to ♠   
 2♠ Cif 3 A/K; 3M both  
 2NT Dif 3 A/K; M=stif

**JUMP OVERCALL**  
 Strong  Intermediate  Weak

**OVER OPP'S T/O DOUBLE**  
 New Suit Forcing: 1-level  2-level   
 Redouble implies no fit   
 2NT Over Limit + Limit Weak  
 Majors     
 Minors     
 Other: 1 under is const

**OPENING PREEMPTS**  
 Sound Light Very Light  
 3/4-bids     
 Conv./Resp. \_\_\_\_\_

**VS OPENING PREEMPT DOUBLE IS**  
 Takeout  thru \_\_\_\_\_ Penalty   
 Conv. Takeout: \_\_\_\_\_  
 Lebensohl 2NT Response   
 Other: \_\_\_\_\_

**MAJOR C**  
 Expected Min. Length  
 1st/2nd  
 3rd/4th  
**RESPO**  
 Double Raise: Force  
 After Overcall: Force  
 Conv. Raise: 2NT   
 Other: Jacoby NT; 43  
 1NT: Forcing  Sem  
 2NT: Forcing  Inv.  
 3NT: 13 to 14  
 Drury  : Reverse   
 Other: 2c=4const/2

**DIRECT CUEBID**  
 Over: Minor Major  
 Natural    
 Strong T/O    
 Michaels    
 Qbid C=limin Openers, 3D OM

**SLAM CONVENTIONS** Gerber  4NT: Blackwood  RKC  1430   
 Redwood minors +Gerber 1430; ch. K  
 exclu if agreed-0/3, 1/4 etc  
 vs. Interference: DOPI  DEPO  Level: DIFS 1/4, PISS (0 or 3) RIPO  ROPI

**LEADS** (click card led, if not in bold)  
 versus Suits versus Notrump

<b>x</b> <b>x</b>	x <b>x</b> x x	<b>x</b> <b>x</b>	x <b>x</b> x x
x <b>x</b> x	x x <b>x</b> x x	x <b>x</b> x	x x <b>x</b> x <b>x</b>
A K x	10 9 x	A K J x	A Q J x
K Q x	K J 10 x	A J 10 9	A 10 9 8
Q J x	K 10 9 x	K Q J x	K Q 10 9
J 10 x	Q 10 9 x	Q J 10 x	Q 10 9 8
K <b>Q</b> 10 9		J 10 9 <b>x</b>	10 9 8 x

**DEFENSIVE CARDING**  
 vs Suits vs NT  
 Standard:    
 Except   
 Upside-Down Count    
 Upside-Down Attitude    
**FIRST DISCARD**  
 Lavinthal    
 Odd/Even

2♣ 22+ to \_\_\_\_\_ HCP  
 Strong  Other   
 2♦ Response: Ne  
 2♦ 5 to 10 HCP  
 Natural: Weak   
 2♥ 5 to 10 HCP  
 Natural: Weak

**Length Leads:**  
 4th Best vs Suits  vs NT   
 3rd/5th Best vs Suits  vs NT   
 2nd hi in play cept A/K Attitude vs NT   
 Primary signal to partner's leads  
 Attitude  Count  Suit Preference

**OTHER CARDING**  
 Smith Echo    
 Trump Suit Pref.    
 Foster Echo

2♣ 5 to 10 HCP  
 Natural: Weak  
**OTHER CONV**  
 Weak jump shift  
 4th Suit Forcing:  
 rebids; 1H-1S-2m  
 HSGT 1N 2C 2D

**SPECIAL CARDING**  PLEASE ASK